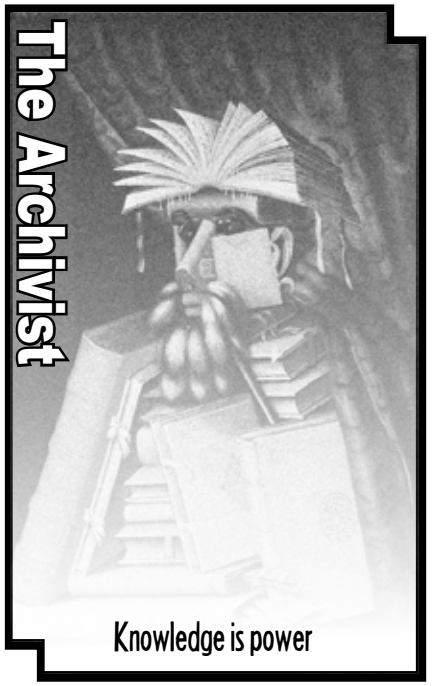
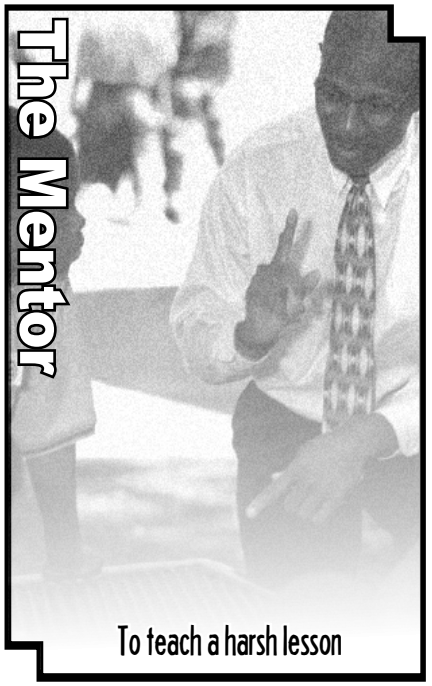
The Child
To be powerless to control your own fate

The Author
"If this were played upon a stage now, I could condemn it as an improbable fiction."

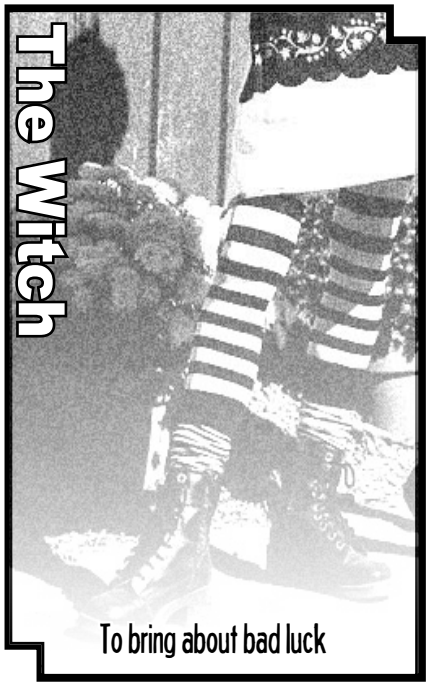

The Archivist
Knowledge is power


The Mentor
To teach a harsh lesson

The Heir
Their death is your gain

The Fallen
To turn something beautiful into something horrific

The Initiate
To seek the truth in mystery


The Witch
To bring about bad luck

The Martyr
To suffer for another's benefit

The Betrayer
No one can be trusted

The Eye of the Storm
To remain calm amid chaos

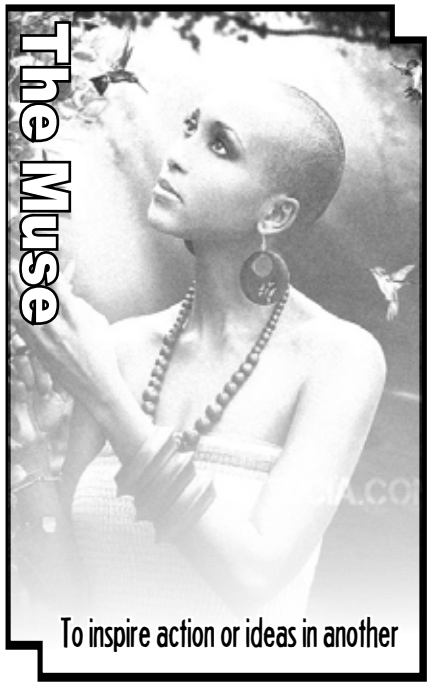
The Stranger
To present questions but no answers

The Prophet
To see what others cannot

The Debtor
To owe or to be obligated

The Devout
To make sacrifices for your belief

The Artist
"Beauty is truth, truth [is] beauty"
-John Keats

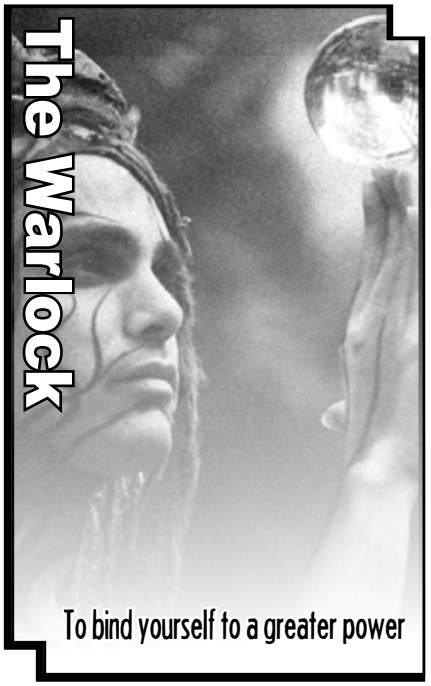

The Muse
To inspire action or ideas in another

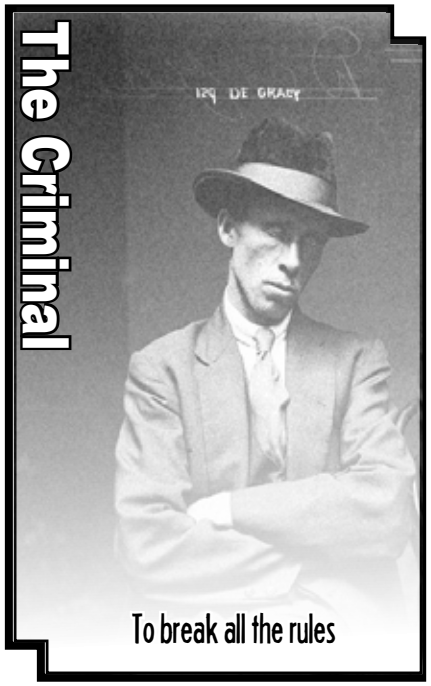
The Chosen
The time of your destiny is now

The Sun
Sudden understanding
and illumination

The Star
"The fault... is not in our stars,
but in ourselves"

The Dreamer
What you thought was
real is only an illusion


The Warlock
To bind yourself to a greater power

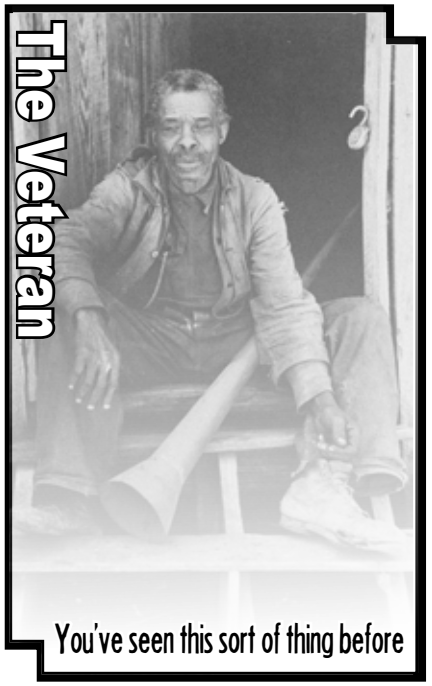

The Criminal
To break all the rules

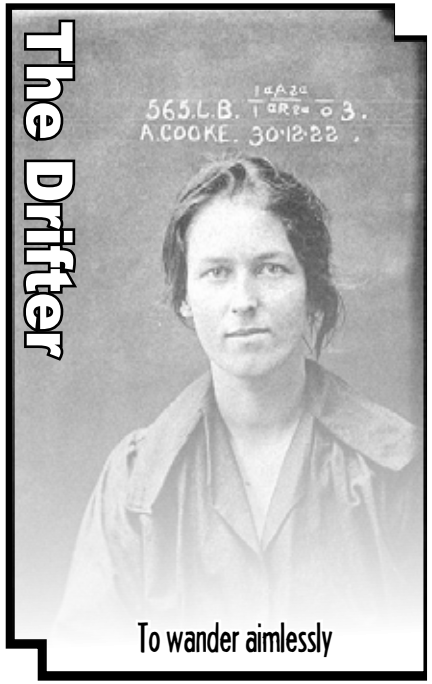
The Psychic
To be capable of impossible feats

The Man in Black
To disguise an inhuman nature beneath a human guise

Nobody
NOBODY
ION PROMISES
YOUR CONCERNS
THE POOR & UNEMPLOYED
KS WILL BE BETTER
It must have just been a trick of your mind

The Messenger
To bring news or information


The Veteran
You've seen this sort of thing before


The Drifter
565.L.B. 30.12.22
A.COOKE.
To wander aimlessly

The Savage
To commit bestial acts

The Disaster
Destruction and devastation

The Formless Horror
Alien beyond all comprehension

The Pentacle
To hold power over the supernatural

The Summoning
To bring things or people to you

The Gateway
To provide an opening or access

The Visionary
To be inspired; to channel spirits

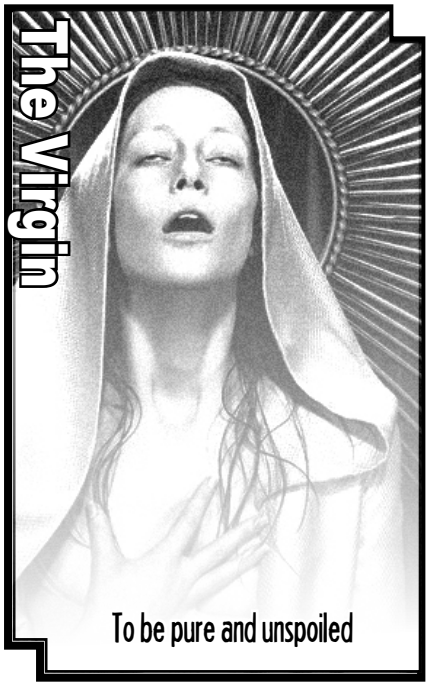
The Skull
"As soon as you're born
you start dying"

The Prison
"Stone walls do not a prison make,
Nor iron bars a cage"

The House
Home is where the heart breaks

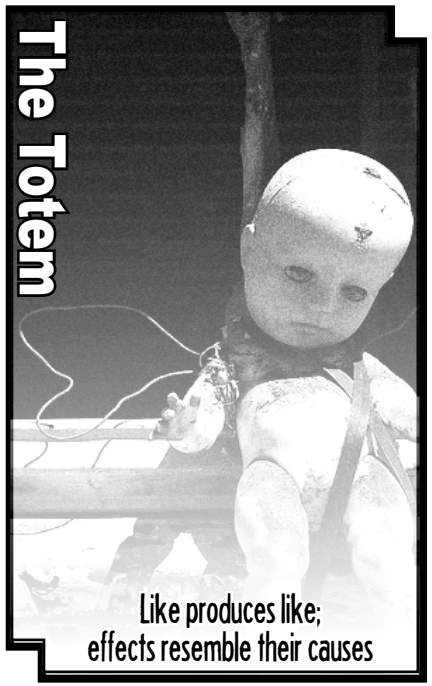
The Carnival
Farewell to the flesh

The Moon
To be guided by instinct

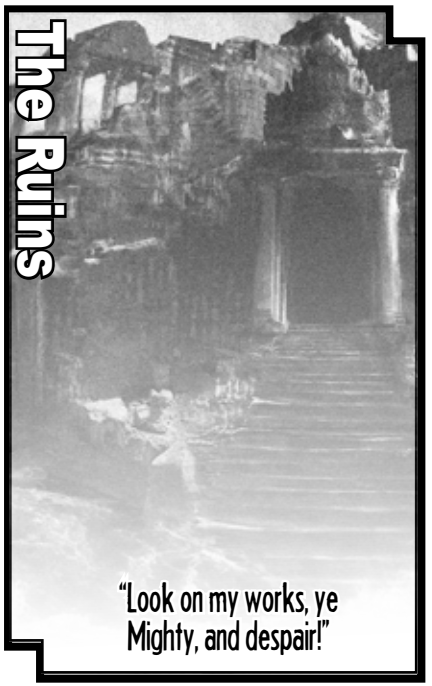

The Virgin
To be pure and unspoiled

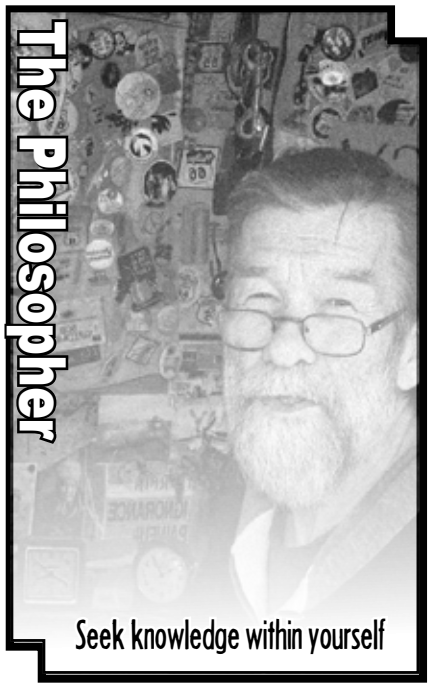
The Cult
For many to act as one

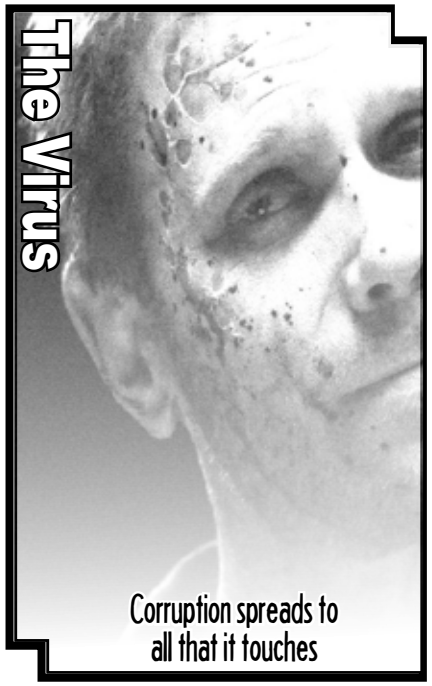
The Moon
To be unrestrained

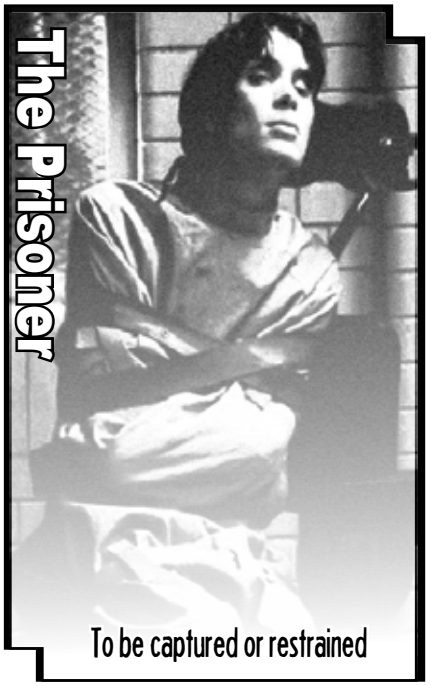

The Totem
Like produces like;
effects resemble their causes

The Abomination
The unnatural nd the unexplained

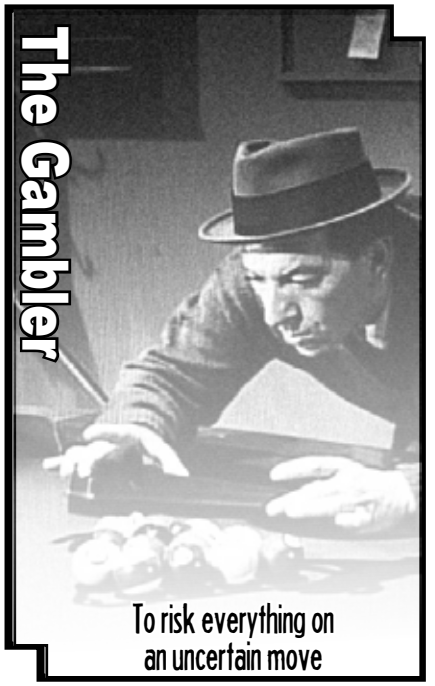

The Ruins
"Look on my works, ye
Mighty, and despair!"


The Philosopher
Seek knowledge within yourself

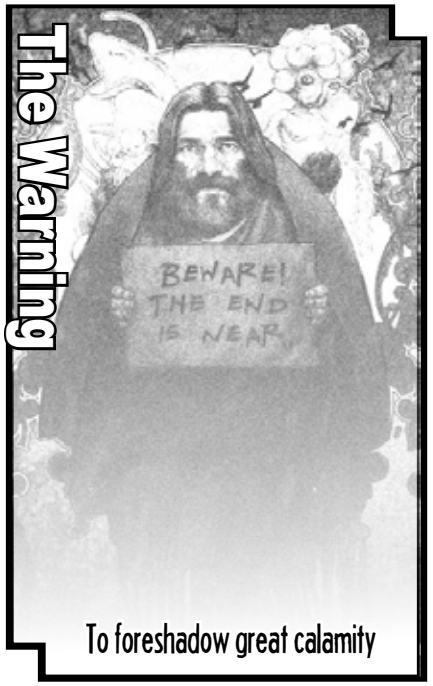

The Virus
Corruption spreads to all that it touches


The Prisoner
To be captured or restrained

The Fool
To fail to recognize danger


The Gambler
To risk everything on an uncertain move

The Rebel
To fight the inevitable


The Warning
BEWARE! THE END IS NEAR
To foreshadow great calamity

The Scholar
To gain power from knowledge

The Ghoul
All life requires death to survive

The Mystery
To hide a terrible secret

The Simulacrum
To replace with an imperfect copy

The Temple
To house things of great power

The Vampire
To take pleasure in another's suffering

The Masks
To be incapable of honesty

The Demagogue
To speak without knowing

The Transformation
To become something new

The Shadow
To fear the unknown